CITY OF LAS VEGAS ARTS COMMISSION

Historic 5th Street School Conference Room - 401 South 4th Street, Las Vegas, Nevada 89101 (702) 229-4631 CITY OF LAS VEGAS INTERNET ADDRESS: http://www.lasvegadnevada.gov/lvac

AGENDA

PAINTBRUSH GATEWAY COMMITTEE MEETING TUESDAY, AUGUST 31, 2010 7:30 PM

ALL ITEMS ON THIS AGENDA ARE SCHEDULED FOR ACTION UNLESS SPECIFICALLY NOTED OTHERWISE. UNLESS OTHERWISE STATED, ITEMS MAY BE TAKEN OUT OF THE ORDER PRESENTED AT THE DISCRETION OF THE CHAIRPERSON.

- 1. CALL TO ORDER & ROLL CALL
- 2. ANNOUNCEMENT RE: COMPLIANCE WITH THE OPEN MEETING LAW AND CONFIRMATION OF POSTING OF THE AGENDA
- 3. DISCUSSION PERTAINING TO THE INSTALLATION OF THE PAINTBRUSH GATEWAY PROJECT AND RECOMMENDATION TO THE ARTS COMMISSION.
- 4. CITIZENS PARTICIPATION: PUBLIC COMMENT DURING THIS PORTION OF THE AGENDA MUST BE LIMITED TO MATTERS WITHIN THE JURISDICTION OF THE LAS VEGAS ARTS COMMISSION (LVAC). NO SUBJECT MAY BE ACTED UPON BY THE LVAC UNLESS THAT SUBJECT IS ON THE AGENDA AND IS SCHEDULED FOR ACTION. IF YOU WISH TO BE HEARD, GIVE YOUR NAME FOR THE RECORD. THE AMOUNT OF DISCUSSION ON ANY SINGLE SUBJECT, AS WELL AS THE AMOUNT OF TIME ANY SINGLE SPEAKER IS ALLOWED, MAY BE LIMITED.

Facilities are provided throughout the Historic Fifth Street School for the convenience of disabled persons. If you need an accommodation to attend and participate in this meeting, please call Lisa Stamanis at 229-4631 or fax 383-1129 and advise of your need at least 48 hours in advance of the meeting. The City's TDD number is 386-9108.

The next Las Vegas Arts Commission meeting will be on September 16, 2010 at 5:30 pm at the Historic Fifth Street School.

THIS MEETING HAS BEEN PROPERLY NOTICED AND POSTED AT THE FOLLOWING LOCATIONS:

Fifth Street School Conference Room, 401 South 4th Street

Regional Justice Center, 200 Lewis Avenue

East Las Vegas Community/Senior Center 250 North Eastern Avenue

City Hall Plaza, 400 Stewart Avenue Bulletin Board, (next door to Metro Records)

Las Vegas Senior Center, 451 East Bonanza Road